
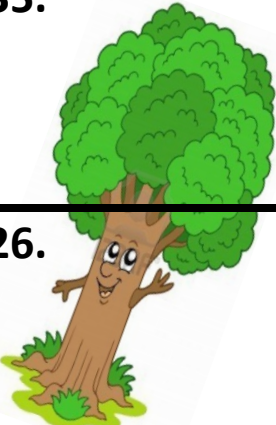








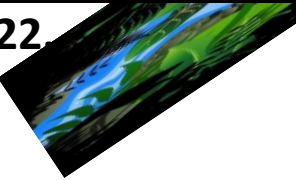




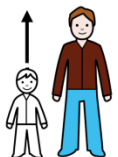
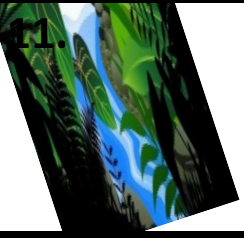



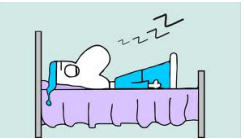

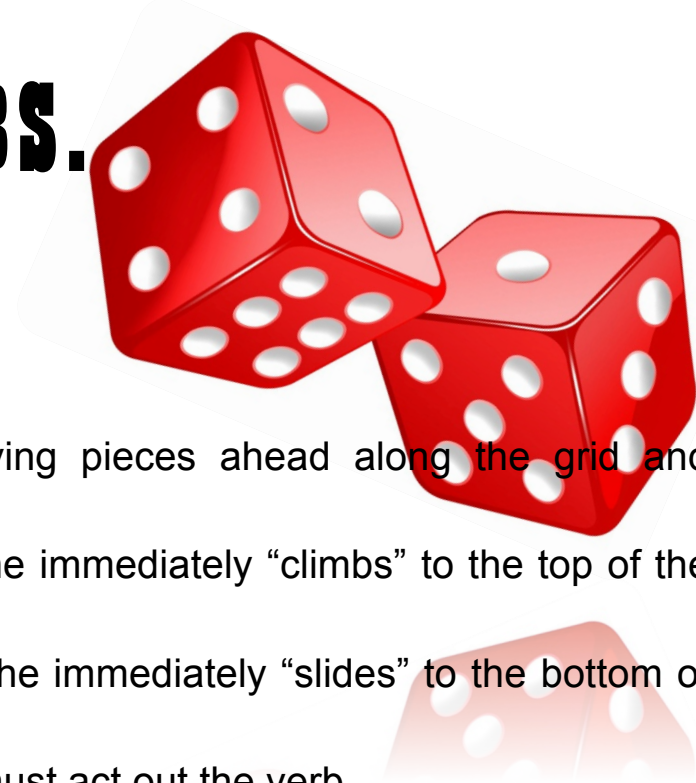


Let's act out the verbs.

36. YOU ARE A WINNER! 	35. 	34. SING.	33. 	32. 	31. RUN.
25. 	26. 	27. WALK.	28. 	29. 	30. 
24. 	23. DRINK.	22. 	21. WRITE.	20. 	19. 
13. 	14. FILL.	15. KNOCK.	16. 	17. SHAKE.	18. SWIM.
12. 	11. 	10. JUMP.	9. 	8. 	7. EAT.
1. START. 	2. SIT DOWN.	3. 	4. 	5. SPEAK.	6. CRY.

LET 'S ACT OUT THE VERBS.

PROCEDURE.



- Seat students around a small table or on the floor.
- Have students take turns rolling the die, moving their playing pieces ahead along the grid and performing activities related to the squares they land on.
- If a student lands on a space at the bottom of a tree, he or she immediately “climbs” to the top of the tree.
- If a student lands on a space at the top of a waterfall, he or she immediately “slides” to the bottom of the waterfall.
- If a student lands on a space where a verb is spelt, he or she must act out the verb.
- If a student lands on a space where there is a picture, he or she must guess the verb.
- Have students lose a turn for incorrect performances.
- As students move their playing pieces, they must count the moves out loud.
- Students must roll the exact number to land on the “You are a winner” square. If they roll a number that is too high, they must move backward for the excess and risk landing on a waterfall.
- The first student to reach the “You are a winner” square is the winner.

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Date: December 18, 2013.